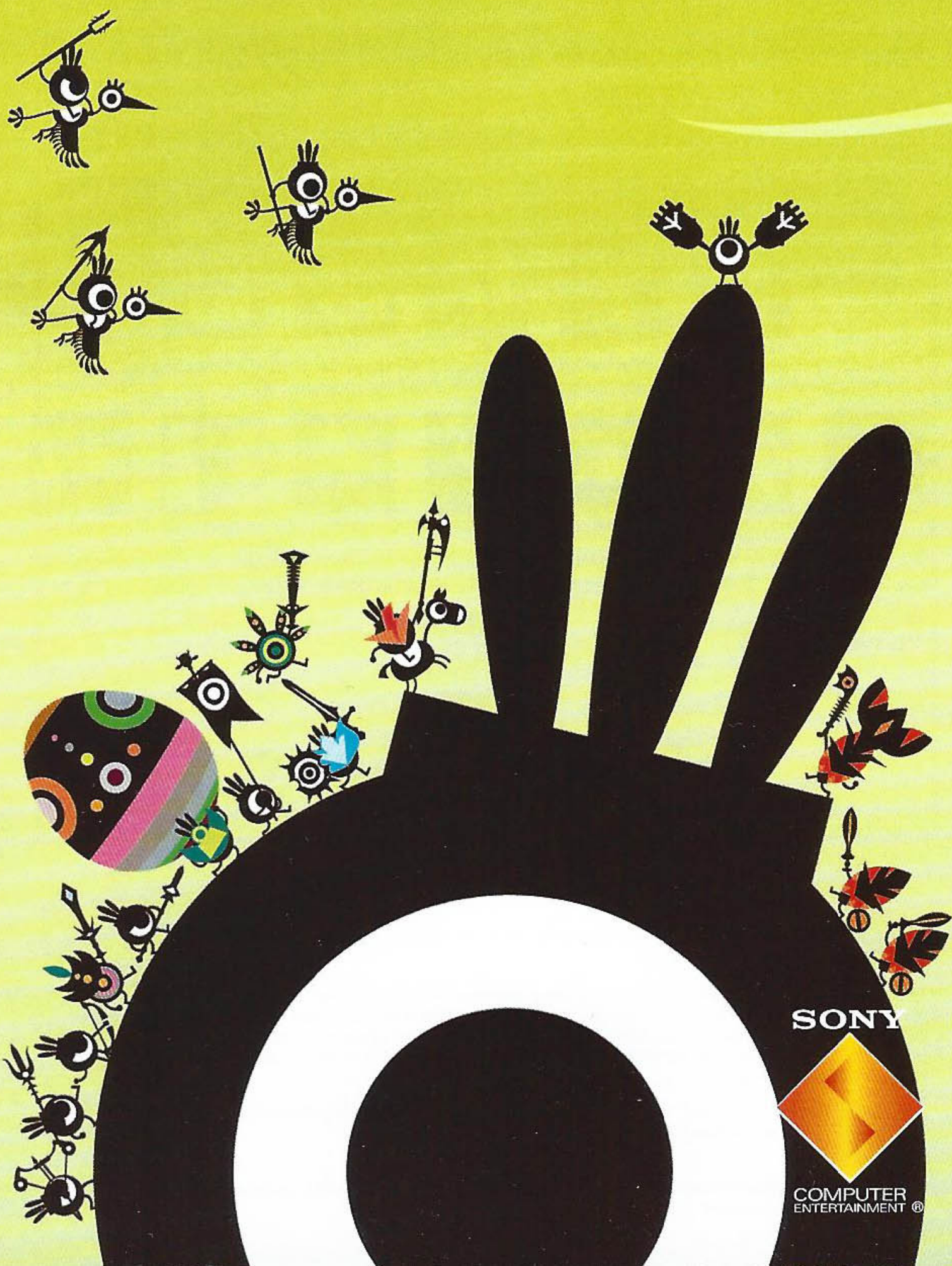


PATAPON 2



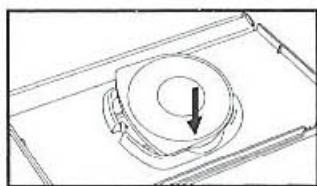
SONY



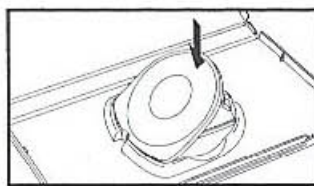
COMPUTER
ENTERTAINMENT®

PRECAUTIONS

This disc contains game software for the PSP™ (PlayStation®Portable) system. Never use this disc on any other system, as it could damage it. Read the PSP™ system Instruction Manual carefully to ensure correct usage. Do not leave the disc near heat sources or in direct sunlight or excessive moisture. Do not use cracked or deformed discs or discs that have been repaired with adhesives as this could lead to malfunction.



Push down one side of the disc as shown and gently pull upwards to remove it. Using excess force to remove the disc may result in damage.



Place the disc as shown, gently pressing downwards until it clicks into place. Storing the disc incorrectly may result in damage.

HEALTH WARNING

Always play in a well lit environment. Take regular breaks, 15 minutes every hour. Discontinue playing if you experience dizziness, nausea, fatigue or have a headache. Some individuals are sensitive to flashing or flickering lights or geometric shapes and patterns, may have an undetected epileptic condition and may experience epileptic seizures when watching television or playing videogames. Consult your doctor before playing videogames if you have an epileptic condition and immediately should you experience any of the following symptoms whilst playing: altered vision, muscle twitching, other involuntary movement, loss of awareness, confusion and/or convulsions.

PIRACY

The PSP™ system and this disc contain technical protection mechanisms designed to prevent the unauthorised reproduction of the copyright works present on the disc. The unauthorised use of registered trademarks or the unauthorised reproduction of copyright works by circumventing these mechanisms or otherwise is prohibited by law.

If you have any information about pirate product or methods used to circumvent our technical protection measures please email anti-piracy@eu.playstation.com or call your local Customer Service number given at the back of this manual.

PAN EUROPEAN GAMES INFORMATION (PEGI) AGE RATING SYSTEM

The PEGI age rating system protects minors from games unsuitable for their particular age group. PLEASE NOTE: it is not a guide to gaming difficulty.

Comprising three parts, PEGI allows parents and those purchasing games for children to make an informed choice appropriate to the age of the intended player. The first part is an age rating:-



The second is icons indicating the type of content in the game. Depending on the game, there may be a number of such icons. The age rating of the game reflects the intensity of this content. The icons are:-



VIOLENCE



BAD LANGUAGE



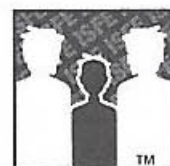
FEAR



SEXUAL CONTENT



DRUGS



DISCRIMINATION



GAMBLING

The third part is an icon indicating the game can be played online. This icon may be used only by online game providers who have committed to uphold standards which include the protection of minors in online gameplay:-

For further information visit
<http://www.pegi.info>



UCES-01177

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SYSTEM SOFTWARE-UPDATES

This PSP™ (PlayStation®Portable) Game includes System Software update data for the PSP™ system. An update will be required if an "update request" message is displayed on-screen at game start-up.

Performing a System Software update

The update data is displayed with the icon shown here on the Home Menu.



By following the on-screen instructions, you can update the System Software of the PSP™ system. Before performing the update, check the version number of the update data.

- During an update, do not remove the AC Adaptor.
- During an update, do not turn off the power or remove the PSP™Game.
- Do not cancel the update before completion as this may cause damage to the PSP™ system.

Checking that the update was successful

Select "Settings" from the Home Menu, and then select the "System Settings" option. Select "System Information" and if the "System Software" version number displayed on-screen matches the version number of the update data, then the update was successful.

For details on System Software updates for the PSP™ system, refer to the following website: eu.playstation.com

PARENTAL CONTROL

This PSP™Game software has a preset Parental Control Level based on its content. You can set the Parental Control Level on the PSP™ system to restrict the playback of a PSP™Game with a Parental Control Level that is higher than the level set on the PSP™ system. For more information, please refer to the PSP™ system Instruction Manual.

This game is classified according to the PEGI rating system. The PEGI rating marks and content descriptors are displayed on the game package (except where, by law, another rating system applies). The relationship between the PEGI rating system and the Parental Control Level is as follows:

PARENTAL CONTROL LEVEL	PEGI RATING AGE GROUP
9	18+™
7	16+™
5	12+™
3	7+™
2	3+™

GRIEF REPORTING

If you experience any unacceptable, inappropriate or unlawful behaviour while playing online, please contact us at <http://pspreporting.com>

ALL HAIL GREAT ONE

It is true, oh mighty lord: you have arrived!

I am Meden, the revered priestess of the Patapon tribe. I alone have been blessed with the power to speak to you, oh Great One. Many visions have enlightened me as I prayed for your return. I knew you would come. I knew you would save us.

Great One: you are the hero who will lead the Patapon warriors to gaze upon "It" in the promised land of Earthend. Our army was attacked at sea and our great ship sank without trace. Washed ashore in a strange new land, the Patapons are lost and desperately seeking your help.

Strike your divine drums, oh lord, and give your followers the courage to fight once more. Use my powers of premonition to help you on your way – and lead the Patapon soldiers to victory!



SETTING UP

Set up the PSP™ system according to the instructions in its instruction manual. Turn the PSP™ system on and the POWER indicator will light up green. The Home Menu will be displayed. Open the disc cover and insert the **Patapon™ 2** disc with the label side facing the rear of the PSP™ system and then securely close the disc cover.

Select the  icon from the Home Menu and then select the  icon. A thumbnail image of the software will be displayed. Select the image and press the  button to commence loading.

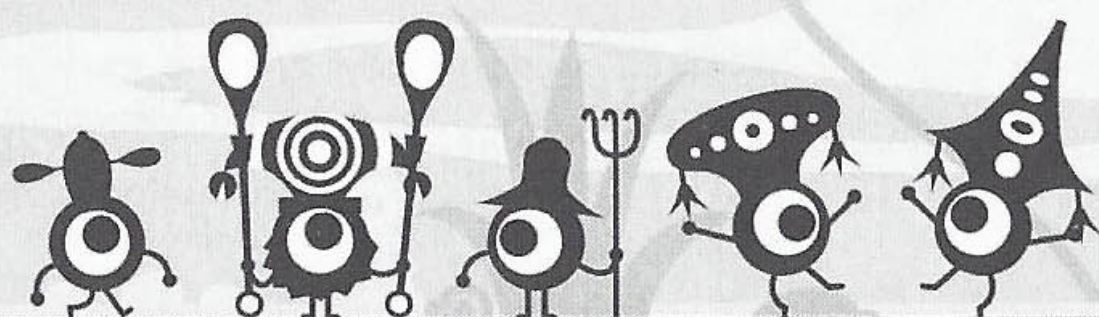
Owners of PSP-1000 series and PSP-2000 series systems should note that the HOME button has been renamed the PS button for PSP-3000 series systems and will be referred to as such in this manual.

PLEASE NOTE: the information in this manual was correct at the time of going to print, but some minor changes may have been made late in the product's development. All screenshots for this manual have been taken from the English version of this product, and some screenshots might have been taken from pre-completion screens that differ slightly from those in the finished product.

MEMORY STICK DUO™

To save game settings and progress, insert a Memory Stick Duo™ into the Memory Stick Duo™ slot of the PSP™ system. Saved game data can be loaded from the same Memory Stick Duo™ or any Memory Stick Duo™ containing previously saved **Patapon™ 2** data. Make sure there is enough free space on the Memory Stick Duo™ before commencing play.

PLEASE NOTE: the minimum amount of free space required to save **Patapon™ 2** data may vary depending on the capacity of the Memory Stick Duo™ inserted.



WIRELESS (WLAN) FEATURES

Software titles that support Wireless (WLAN) functionality allow the user to communicate with other PSP™ systems, download data and compete against other users via connection to a Wireless Local Area Network (WLAN).

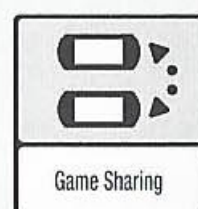
AD HOC MODE

Ad Hoc Mode is a Wireless (WLAN) feature that allows two or more individual PSP™ systems to communicate directly with each other.



GAME SHARING

Some software titles feature Game Sharing facilities which enable the user to share specific game features with other users who do not have a PSP™ Game in their PSP™ system.



INFRASTRUCTURE MODE

Infrastructure Mode is a Wireless (WLAN) feature that allows the PSP™ system to link to a network via a Wireless (WLAN) Access Point (a device used to connect to a Wireless network). In order to access Infrastructure Mode features, several additional items are required, including a subscription to an Internet Service Provider, a network device (e.g. a Wireless ADSL Router), a Wireless (WLAN) Access Point and a PC. For further information and setting up details, please refer to the PSP™ system Instruction Manual



PLEASE NOTE: **Patapon™ 2** supports Ad Hoc Mode and Game Sharing Mode only.

DIRECTIONAL BUTTONS - MOVEMENT

In this manual, **↑**, **↓**, **←**, **→** etc. are used to denote the direction of the directional buttons only unless stated otherwise.

USING MENU SCREENS

Press **↑**, **↓**, **←** or **→** to highlight an option, then press the **⊗** button to confirm. To return to the previous menu screen, press the **⊙** button

DEFAULT CONTROLS

⊗ button - DON drum

⊙ button - PON drum

⊞ button - PATA drum

△ button - CHAKA drum

↑/↓/←/→ - Move cursor/camera

L button/**R** button - Scroll through Patapolis/
World Map/Tips Viewer

SELECT button - View controls (during mission)/
Save progress (in Patapolis)

START button - Quit mission

THE GAMESCREEN

Items collected

Patapon
squad health

Patapon
squad number



Hit Points

Rhythm combos

MAIN MENU

NEW GAME

Shipwrecked by a monstrous creature from the deep, the Patapons have arrived in a vast and unknown land. Sign the sacred Covenant of Great One and enter your name via the virtual keyboard, then lead your followers on a brand new mission to the fabled Earthend.

CONTINUE

Return to your previous exploits as Great One by loading saved data from Memory Stick Duo™.

OPTION

SOUND SETTING

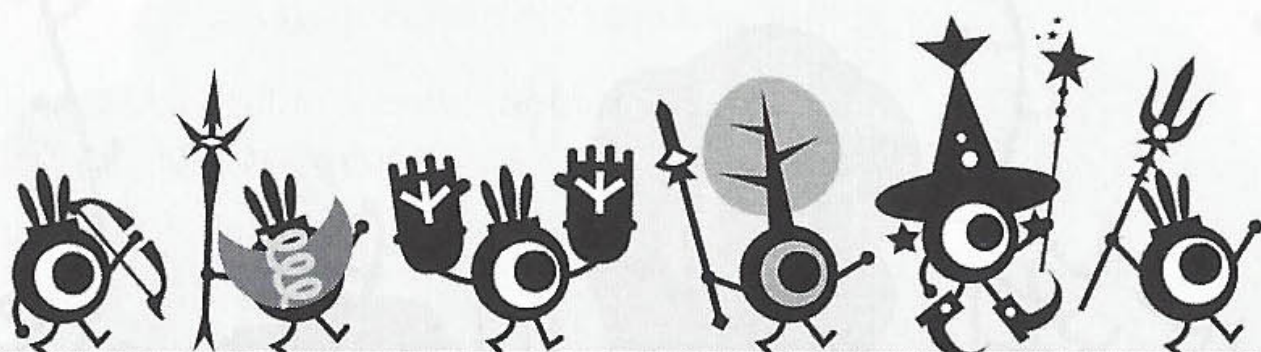
Choose to enjoy **Patapon™ 2** audio via Headphone, Speaker, or Auto settings.

LEVEL SETTING

Choose a difficulty setting from Easy, Normal or Hard.

LANGUAGE

Choose English, Français, Italiano, Deutsch or Español. Patapons are clever little chaps and can speak all five languages!



MEET THE PATAPONS



Tread carefully Great One, I foresee a rocky road ahead. I see unfamiliar faces and bitter enemies plotting to thwart your quest. But I also see many friends and allies who will help you on this journey. I see happy faces, proud warriors and the finest fighters in the Patapon army...

HATAPON

When all seemed lost, this heroic Patapon clung to the PATA drum to prove his faith. He now guides the Patapon army with his military banner.



YARIPONS

These fierce hunters are always first on the frontline, throwing deadly spears at their enemies. Yaripons are fireproof and never get sleepy.



TATEPONS

Tatepons defend the Patapon army to the death with large, heavy shields.



YUMIPONS

These expert long-distance archers can fire a three-shot attack during Fever Mode. But remember, if there's a strong headwind, Yumipon arrows won't fly very far.



KIBAPONS

These brave Patapons ride on horseback and are usually rather calm – until Fever Mode kicks in and they charge madly into action.



DEKAPONS

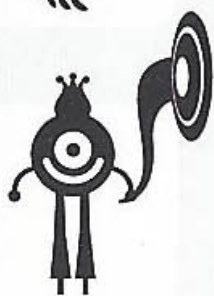
They may be slow marchers, but Dekapons can withstand more enemy attacks than any other soldier in the Patapon ranks.





TORIPONS

These elite flying warriors are incredibly mobile and will launch three-shot aerial attacks in Fever Mode.



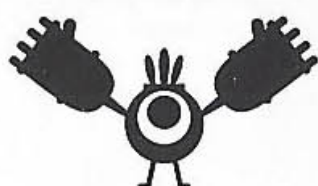
MEGAPONS

Megapons can put foes to sleep with their enchanted trumpets, but their music will slip away unheard if the wind is blowing!



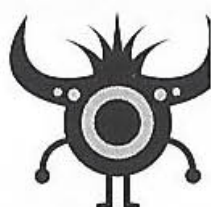
MAHOPONS

Mahopons are mysterious Patapon sorcerers, who can attack enemies and heal troops with their magic wands.



ROBOPONS

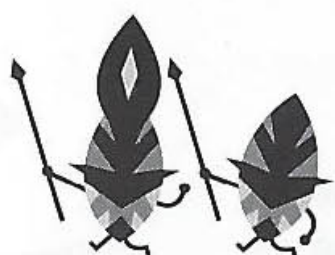
Enhanced with giant fists, Robopons can grip a different weapon in each hand as they crush everything in their path.



HERO PATAPON

Throughout your journey you might meet a Hero Patapon in need of help. Rescue a Hero Patapon and give it a new name and it will gladly join your army. Collect up to 100 different Hero Masks to give your Hero Patapon a big range of special powers.

BEWARE THE PATAPON ENEMIES!



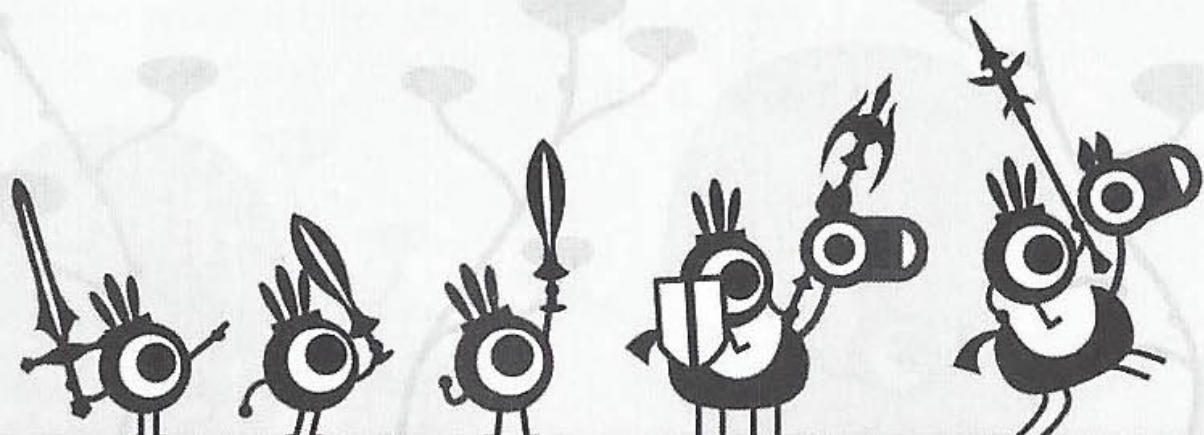
KARMEN TRIBE

Members of this hostile tribe hide a terrible secret behind their war masks and will do anything to scare off the advancing Patapons.



DODONGA

This giant dragon may seem slow and cumbersome, but he can breathe scorching fireballs. If you make him angry, things will get heated!



PATAPOLIS: HOME SWEET HOME



Once again, Great One,
you have brought us back to our
beloved homestead of Patapolis.
Our ancestral village lies in ruins, but these
crumbling walls hold many memories
and are home to some of our
dearest friends.

FRIENDLY NEIGHBOURS

PAN PAKAPON

A Patapon musical prodigy who loves
to play his trumpet.



FA ZAKUPON

This expert farmer knows how to revive dry,
arid land to make it fruitful once more.



SHURABA YAPON

This musical maestro is always on hand
to conduct an inspiring song.

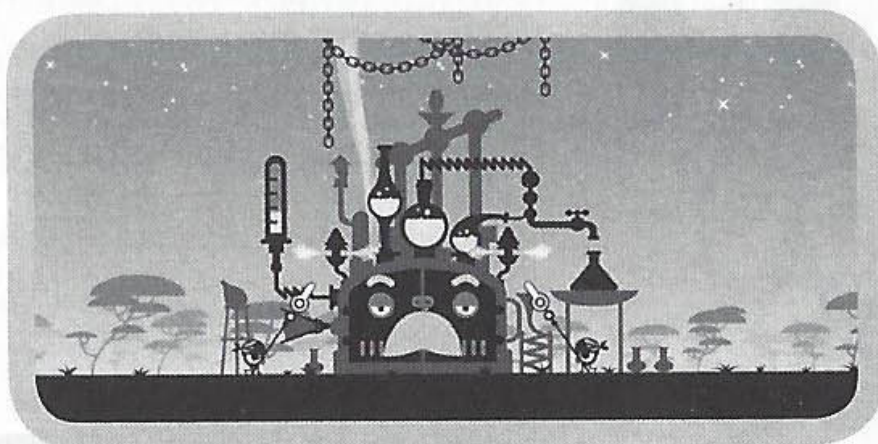


RAH GASHAPON

The gourmet chef of Patapolis really knows
how to slice and dice a tasty meal.

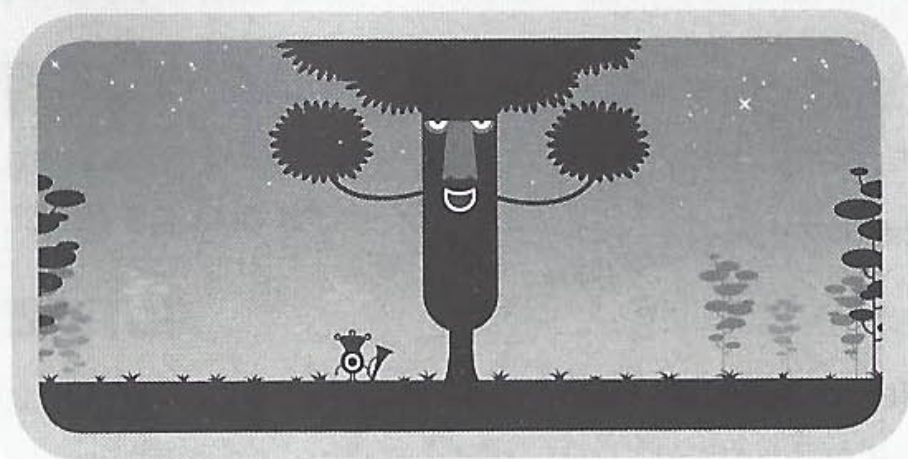


PATAPOOKAS



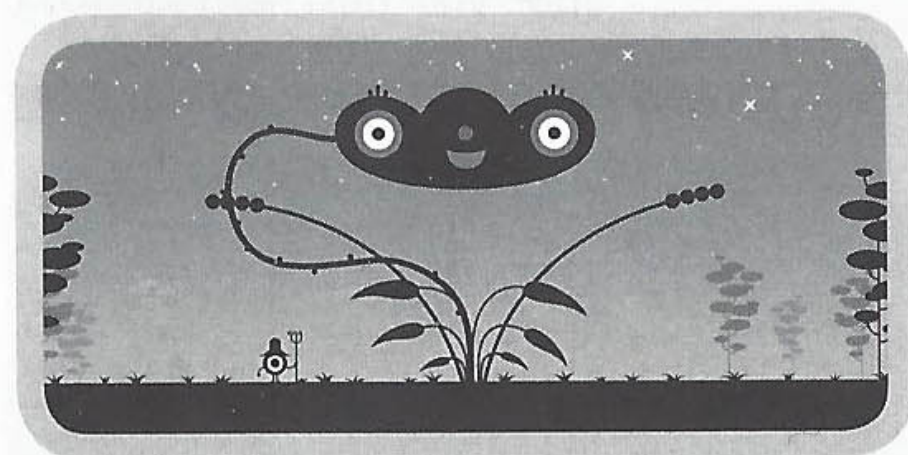
Patapookas are helpful allies of the Patapon tribe who live
in Patapolis. Lend them a hand now and then and they'll give
you valuable items to keep.

UBO BON



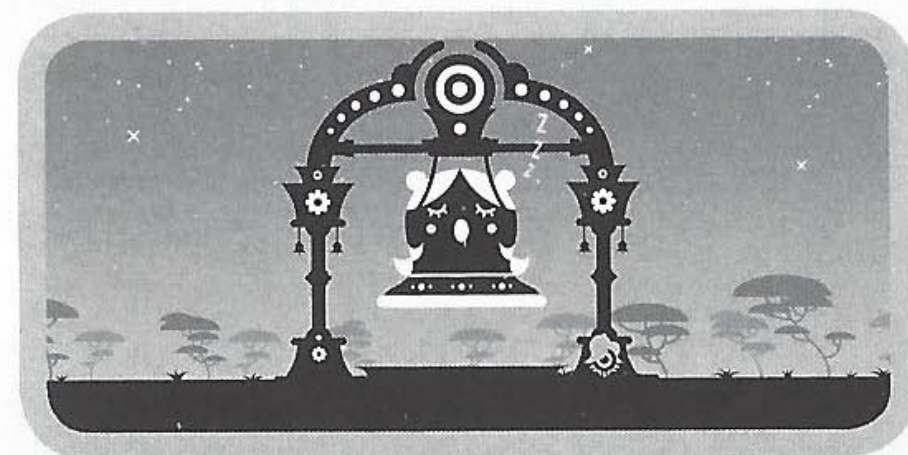
This giant tree always has an itchy head. Only the Patapon trumpeter, Pan Pakapon, has the power to make Ubo Bon dance to get rid of his discomfort. When this leafy tree trunk gets groovy, watch out for some extra items!

POP BEAN



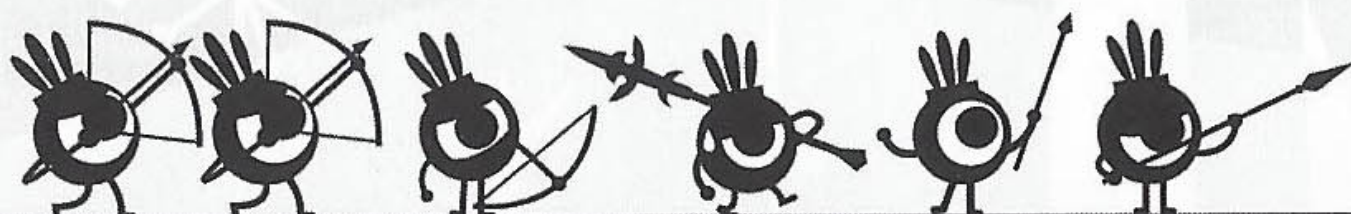
Pop Bean is very concerned about keeping her skin moist. If Fa Zakupon the farmer waters her, she'll happily share some fresh vegetables.

KURURU BERURU



This giant bell is not very confident about her dancing. When Shuraba Yapon helps her to keep the rhythm with his baton, she will offer up some Ka-ching.

NOTE: For more information on Ka-ching, visit the "Spoils of War" section later in this manual.



IMPORTANT MONUMENTS

BONFIRE

When Patapons return victoriously from battle, they celebrate here with a huge feast.

ALTAR

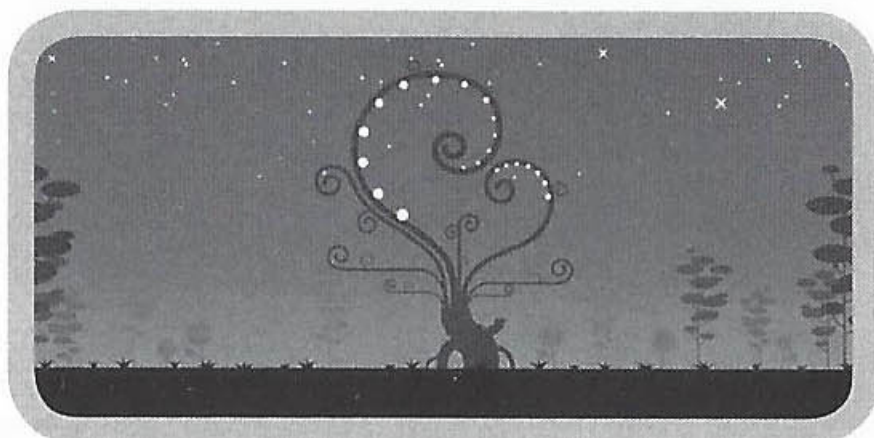
Acquired items for use in warfare are stored at the Altar.

TIP: Press the **X** button to look into the Altar and press the **□** button to open the Tips Viewer. The Tips Viewer contains all of the helpful hints you'll ever need.

THE SPIRITUAL OBELISK

By passing the Obelisk you'll bid farewell to Patapolis and embark upon your next heroic mission.

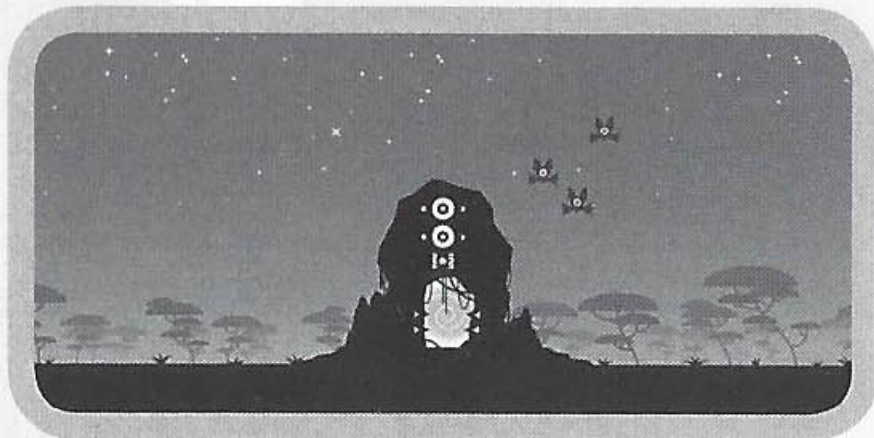
MATER: TREE OF LIFE



Collect Matel Sprouts to restore the withered Mater: Tree of Life. Once revived, this old tree will create new Patapons and resurrect fallen warriors by combining Ka-ching with materials like stone and wood.

NOTE: To learn more about creating new Patapons, visit the "Creating Patapons" section later in this manual.

PARAGET SHRINE

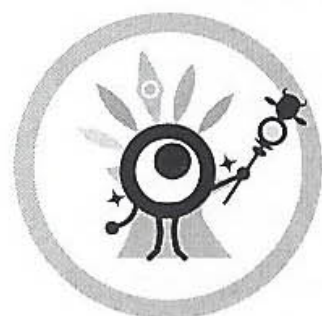


Access to this forbidden quarter of Patapolis is only granted to Great One and the Hero Patapons. Enter the Paraget Shrine to battle a scary boss and perform the ancient DONCHAKA dance to crack open a Mysterious Egg. Each Mysterious Egg contains rare items that can't be found anywhere else!

NOTE: For information on multiplayer modes available within the Paraget Shrine, visit the "Multiplayer Fun and Mysterious Eggs" section later in this manual.

PLAYING THE GAME

COMMANDING YOUR TRIBE



Oh divine lord... the fate of the Patapons is yours to dictate. Only the beat of your heavenly drums will guide your loyal worshippers to safety. Drum first, listen second and the Patapons will follow your lead!

MARCH!

■ button, ■ button, ■ button, ● button = PATA PATA PATA PON

ATTACK!

● button, ● button, ■ button, ● button = PON PON PATA PON

DEFEND!

▲ button, ▲ button, ■ button, ● button = CHAKA CHAKA PATA PON

MIRACLE

⊗ button, ⊗ button (double tap),

⊗ button (double tap) = DON DONDON DONDON

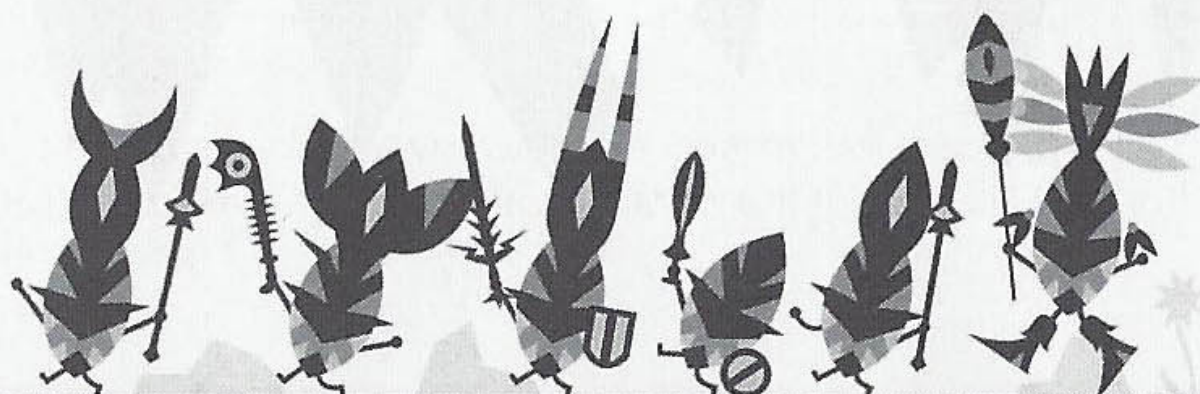
TIP: All four edges of the screen will flash white with the rhythm that you must keep. Stay in time and victory will be yours!

FORMATION

Tight formation is the secret weapon of the Patapon army, which consists of three squads. When selecting the military units to participate in a mission, bear in mind that each squad contains up to six individual Patapons wielding the same type of weapon. One Hero Patapon can also accompany your formation and will count as a fourth squad.

HEADQUARTERS SCREEN

Before heading out on a mission, you must ensure that your Patapon squads are primed to inflict maximum damage, whilst providing adequate defence. Highlight a Patapon squad to view its Squad Status List, which contains the following vital stats...



SQUAD STATUS LIST

HP: average hit points

Damage: average attack power

Attack Speed: average interval between attacks

Resist Ignite: average flame resistance percentage

Resist Freeze: average ice resistance percentage

Resist Sleep: average sleep resistance percentage

Crit Ratio: average critical percentage

KB Ratio: average knock back percentage

Cnc Ratio: average stagger ratio

Ignite Ratio: average flame effect percentage

Freeze Ratio: average ice effect percentage

Sleep Ratio: average sleep effect percentage

PATAPON HEALTH

Patapons normally dance and sing with joy, until they spot a foe. The look in a Patapon's eyeball will become angry when it wants to attack. The bar above each Patapon squad icon represents the health points of the squad leader. If a Patapon is hit by an enemy, its health will be reduced. When a Patapon's health reaches zero, it will perish and leave behind its Cap – but don't worry, this Cap can be taken to Mater: Tree of Life to revive the fallen hero!



Praise be to Great One!
You have the power to give life and
to take it away. The Patapon tribe
hereby entrusts you with our sacred
Mater: Tree of Life.

CREATING PATAPONS

When you've collected enough Ka-ching, visit Mater: Tree of Life to generate new Patapons for your army. Move the cursor to a blank Patapon icon and press the  button to view the Evolve Screen. Press the  button again to create a basic Patapon soldier. If you have even more Ka-ching to spare, plus some stone or wood, you'll be able to "evolve" a Patapon into a Rarepon.

LEVEL UP



Giving your Patapon a “Level Up” will turn it into a Rarepon, boosting its hit points, speed and attacking power. The more times you “Level Up”, the more your Rarepon will evolve – and its name and appearance will change to follow suit.

LEGENDARY MEMORIES

Legendary Memories can be discovered on your travels and are reminders of the ancient Patapons who fought long ago. Each Legendary Memory lets you create a new breed of Patapon through Mater: Tree of Life.

MIRACLES

When in the Headquarters preparing for a mission, press ◀ or ▶ to move the cursor and highlight the shrine that Hatapon is standing on. He will tell you if a Miracle is available to take along on a mission. If a Miracle is available, press the ⊗ button to select it – but bear in mind that a Miracle will only work in Fever Mode.

FEVER MODE

Each consecutive call and response between Great One and the Patapons will count as an extra Combo. Successfully repeat a Combo 10 times without mistakes to send the Patapons into Fever Mode. During Fever Mode, all Patapons will sing louder and attack more ferociously as they send themselves into a battle frenzy.

SPOILS OF WAR

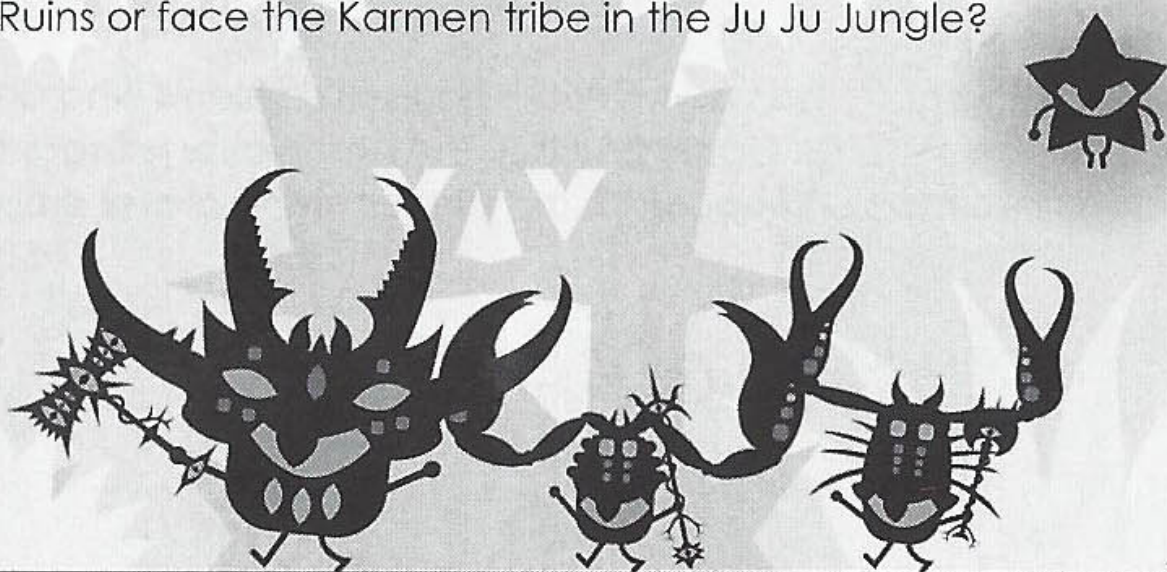
When an enemy is defeated, it turns into Ka-ching. Ka-ching is a precious energy used to create new Patapons. Slain enemies also drop many useful items, so always try to grab as many spoils of war as possible.

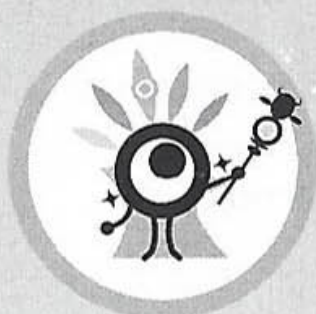
HUNTING

The Patapon army will always need meat and other vital resources, so be sure to organise regular hunting trips with your spear-hurling Yaripons.

WORLD MAP

Before each mission begins, the World Map will be displayed. Will you go hunting on Tochira Beach, fight Dodonga at Dongara Ruins or face the Karmen tribe in the Ju Ju Jungle?





Beware
the weather, Great One.
I see stormy times ahead... rain, wind,
thunder and lightning will besiege
the Patapons and try to throw their
mission off course.

MULTIPLAYER FUN AND MYSTERIOUS EGGS

AD HOC MODE

Invite your friends to put together a team of Hero Patapons and tackle a mission together via Ad Hoc Mode. Up to four players can join in and each participant must own a PSP™ system and **Patapon™ 2**. Just head over to the Paraget Shrine in the village of Patapolis and let the fun commence.

- Before playing, ensure that the PSP™ system's WLAN switch is in the ON position.
- Select Network Settings from the Home Menu and adjust the Ad Hoc Mode option to "Auto".
- Be aware that the Ad Hoc Mode signal range extends to a radius of 10 metres.

If there are less than four players, fill any empty slots with computer-controlled Comp Patapons. The mission will not begin until four players are confirmed. Complete the mission, perform the DONCHAKA dance and crack open a Mysterious Egg* to discover the goodies inside. Each player will receive some Para-ching (a special type of Ka-ching) that can be used to open secret treasure chests full of extra bonuses.

*NOTE: Only the player who "brought the egg" – i.e. the player who initiated the multiplayer game – will receive the special item inside it.

JOIN GAME

It's also possible to join a multiplayer game that's already in progress. If a host is available, select Join Game and prepare for deployment via the Formation Screen. The mission will begin once the host chooses to deploy the team.

GAME SHARING

Crack open a Mysterious Egg with a friend who doesn't own **Patapon™ 2** via Game Sharing. The host player will require a PSP™ system and **Patapon™ 2**, but the receiving player simply requires a PSP™ system.

HOST PLAYER

Enter the Paraget Shrine in Patapolis and select Game Sharing to search for players within range. When a waiting player is found, accept the request to begin sending game data. When the data has been sent, press the  button to return to Patapolis.

RECEIVING PLAYER

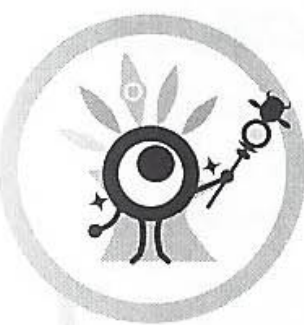
Select the  icon from the Home Menu and then select the Game Sharing icon. Locate a host player within range and wait for the host player to send game data to your PSP™ system. Once the game data is received, it will load automatically and the game will begin.

NOTE: Game Sharing will only support the "Join Game" multiplayer option. Data will be deleted if the PSP™ system is turned off or if the Home Menu is selected.

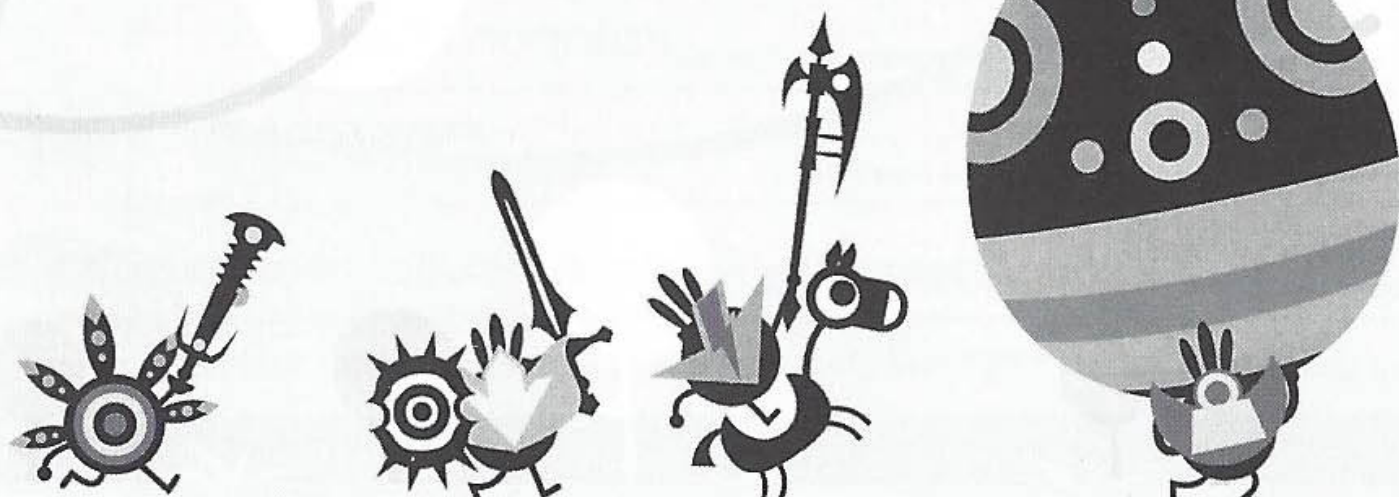
PLAYING TOGETHER

Once data has been shared, the host player must place Comp Patapons into the slots where Game Sharing players wish to join in. When the connection is established, the Comp Patapons will become Sharepons, allowing Game Sharing players to become part of the host's army formation. A Sharepon can be removed by pressing the  button. If a Sharepon is removed from a slot, the host player must replace it with a Comp Patapon and press the START button to connect again.

NOTE: Guest players can save their progress to Memory Stick Duo™ and relive the fun if they then purchase **Patapon™ 2**. The original host player and the friend he converted to the Patapon cause will then get the opportunity to win some ultra-rare prizes when they open treasure chests together!



Oh precious lord, I can see strange riddles and fiery dangers coming your way. Take my advice and perhaps these hardships can be turned to your advantage...



HELPFUL HINTS

SLEEPING SIGNPOSTS

Throughout your adventure, you'll come across kind-hearted signposts that give out handy tips. The only problem is that most of them are fast asleep! If someone were to start a fire at their base, maybe they would snap out of their slumber?

WATCH OUT FOR FIRE!

Fire can travel along shrubs or trees and can even scorch your troops! Patapons that catch fire will scamper about in a panic, taking damage until the flames fizzle out. If only you could command the rain in such emergencies...

IT'S GETTING WINDY

The wind is always on the move, even mid-mission. A headwind will blow back arrows, but make it difficult for enemies to pick up the Patapon scent. A tailwind will give arrows a longer range, but will blow the Patapon scent towards their prey, warning them of your imminent attack.

SINGING IN THE RAIN

Plants love the rain and certain flowers will only bloom after rainfall. Rain will also mask the scent of the Patapons and can even wash away obstructive fog.

LIGHTNING STRIKES

When rain develops into a thunderstorm, the Patapons must watch out for wild bolts of lightning. If lightning zaps a Patapon, the shock will temporarily stun it – and sometimes set the poor little fellow on fire! But have you ever wondered what happens to dangerous lightning if you perform the Rain Miracle?

STRANGE OBJECTS

Have you seen that odd totem pole in the Nyokiri Swamp? Someone has carved ◼ ▲ ◼ ▲ into it. Do you reckon it might be a rhythm command? Nah, probably not!



And now, holy leader,
I must leave you be as you march
our soldiers into glorious battle. All hail
Great One – the exalted ruler of the
Patapon tribe!

**ALSO
AVAILABLE**



BuzzTheGame.com

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